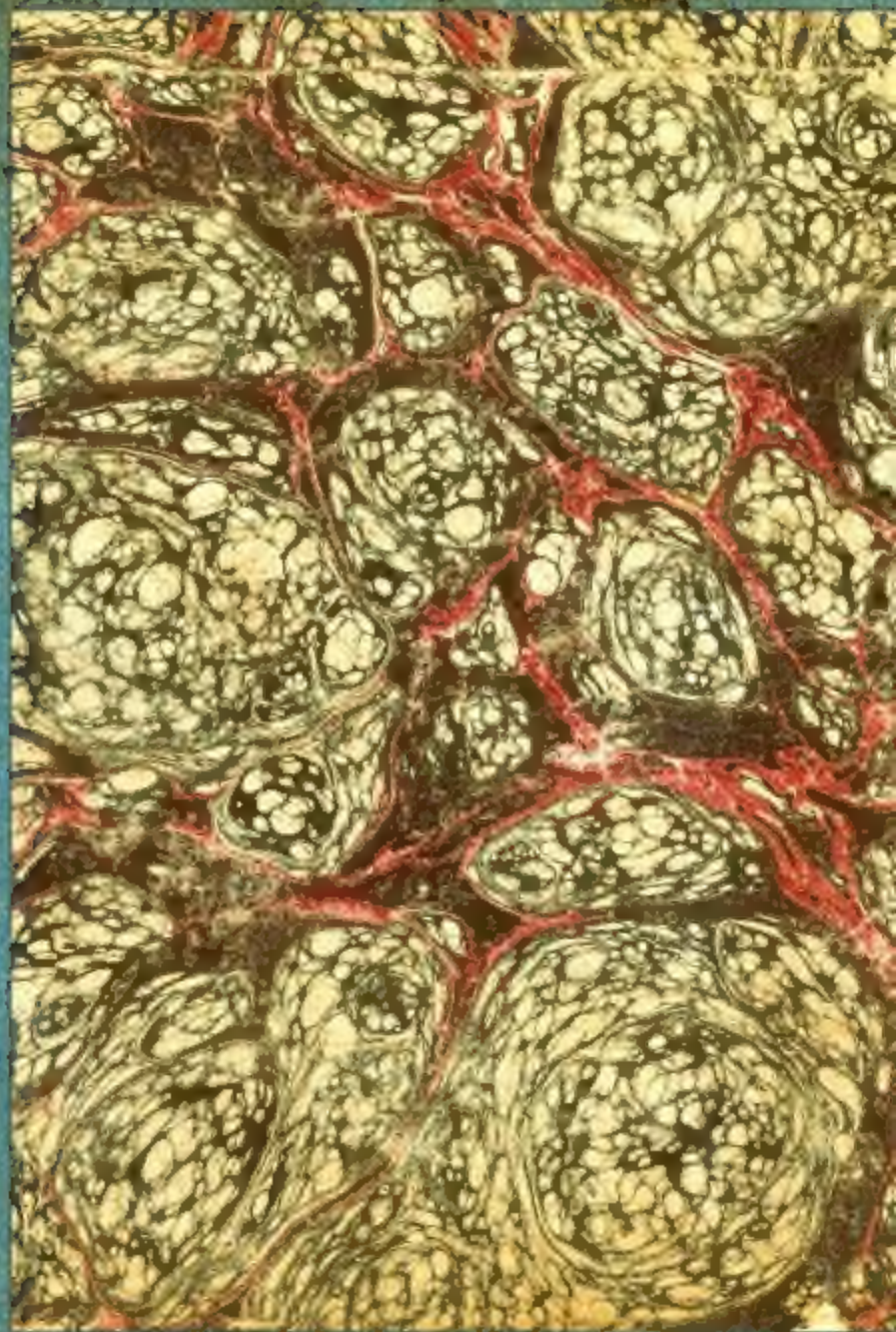
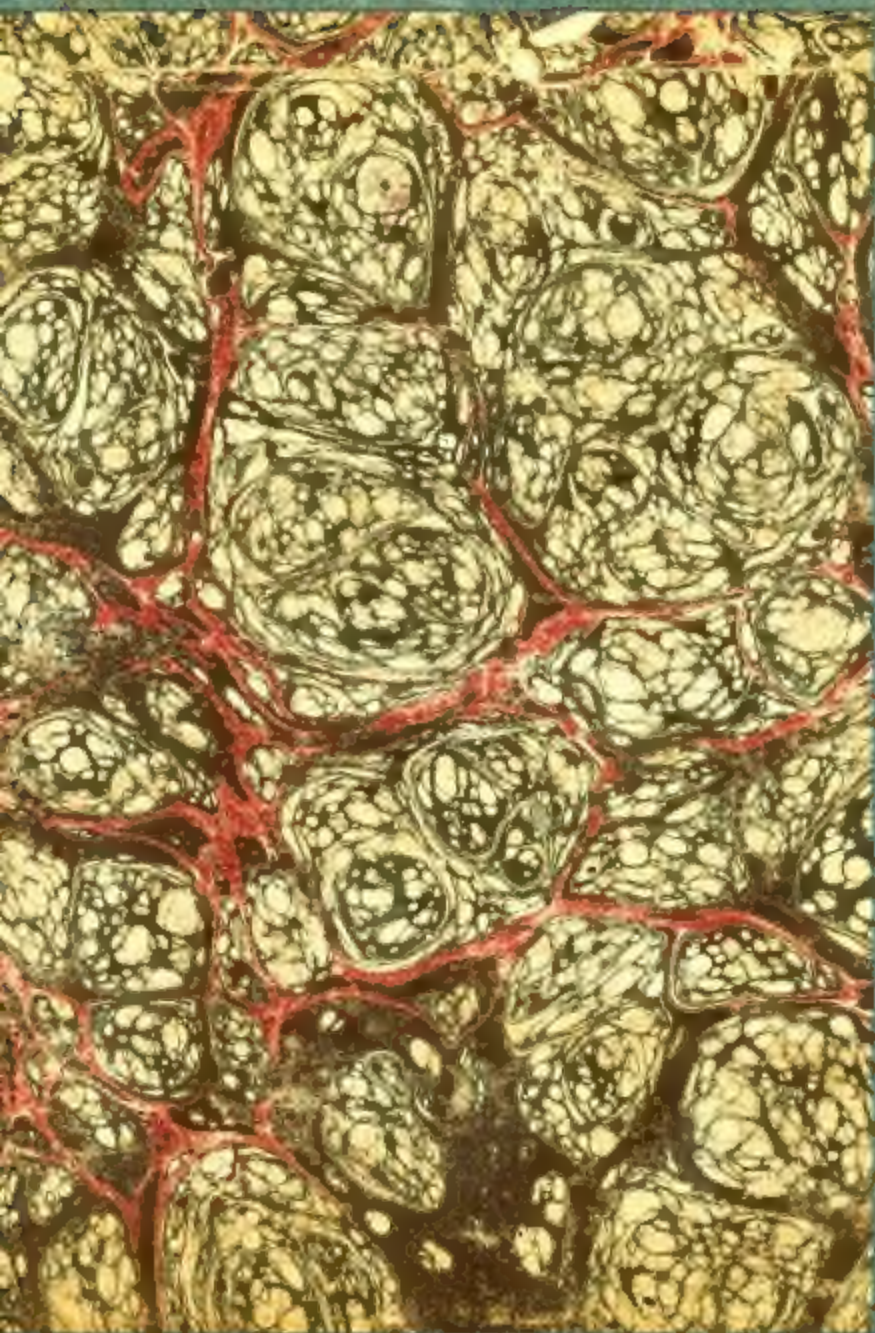


THE PRACTICAL POCKET
—BOOK of—
SPELLS



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THE PRACTICAL POCKET
BOOK *of*
SPELLS

BY DERVIS MACAZLAN

The Practical Pocket Book of Spells
First Edition

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Bogmire University of Advanced Magic

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FORWARD

BY DERVIS MACAZLAN

There are many methods of magic. Potions, Astrology, Numerology, Divination and Alchemy to name a few. No magical method however, is as versatile and robust as Spellcasting. This is a manual of advanced silent spellcasting. As such, no incantations will be referenced. Only by breaking the relationship of incantation and spell can one truly understand the art of silent spellcasting.

With a wand in hand and a firm knowledge of Spellcasting, a wizard can achieve great things. With a quick and graceful flick of the wrist a witch can control her destiny.

This manual is but a glimpse at the remarkable potential you have dear reader. Keep the spells herein close to your heart for one day they may quite possibly fix a prized possession, heal an injured loved one, or even save a life.



SPELLS



SUMMONING CHARM

FLOAT OR FLY AN OBJECT TO YOURSELF

The Summoning Charm causes a target to levitate to the caster. The object must be clear in the caster's mind before attempting to summon it.

The Summoning Charm will not work on structures which are attached to the ground (such as buildings) or living things - although they may be moved by summoning an object they are wearing or holding.

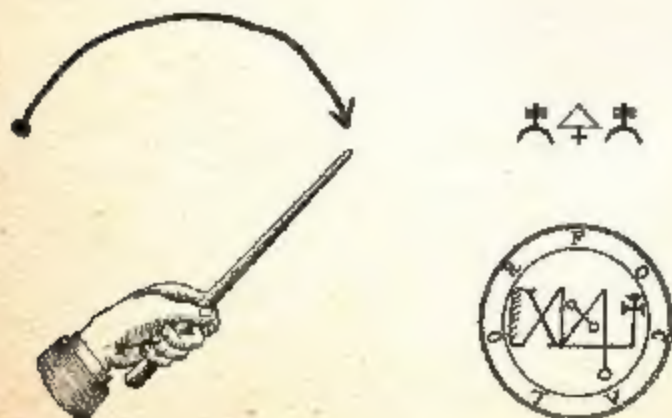


Fig. 1.—Ward's motion for the Summoning Charm

WATER SPELL

CONJURES A JET OF WATER

The Water Spell is a charm that conjures a jet of clear, pure water and shoots it from the tip of the caster's wand. This spell in addition to being a charm, can also be classified as conjuration.

Depending on the caster's concentration and intentions, this charm can be anything from a simple jet of water to a wave.

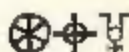


Fig. 2—Wand motion for the Water Spell.

UNLOCKING CHARM

UNLOCKS DOORS AND WINDOWS

The Unlocking Charm unlocks and opens doors and windows that are not protected by magic. It is also able to open doors locked by the Locking Spell.

An early version of the unlocking spell used to splinter a lock from a door though was known to occasionally leave a smoking hole where the key should have gone. Before that there was Open Sesame which ripped doors from their hinges and tore them into firewood. These were more rudimentary and by far less subtle than the spell we know today.



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Fig. 1. Wand motion for the Unlocking Charm.

EXPLOSION CHARM

PROVOKES SMALL EXPLOSIONS

The Explosion Charm is used to provoke small explosions: one use for this explosion is to blast open sealed doors or to blow bars off of windows. The Maxima Explosion Charm (not covered in this manual) is a stronger more powerful variation of this spell.

It is worth noting that the Explosion Charm is rather noisy and thus inconvenient when trying to destroy something stealthily.



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Fig. 4. Aim wand at target for the Explosion Charm.

HEALING SPELL

MENDS BROKEN BONES

The Healing Spell can be used to mend broken bones. It is unknown if this particular spell is a legitimate healing spell or just a variation of one.

If the spell is executed improperly the targeted bones will be removed rather than fixed. If such an incident occurs, certain potions can be used to re-grow said bones.

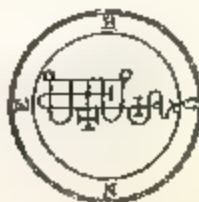
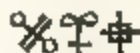


FIG. 3. Aim wand at target for the Healing Spell.

LOCKING SPELL

LOCKS DOORS AND WINDOWS

The Locking Spell is a charm that is used to lock or seal doors so that they cannot be opened manually. This charm is featured in most standard year 1 text books and has a very well known counter charm the Unlocking Charm.

A key cannot be used to unlock a door after a locking charm has been placed on it. Because a key would be ineffective against a door sealed with this spell, it proves quite useful against non-magical individuals.



4.7.7



Fig. 3- Magical action for the Locking Spell.

CONFUSION CHARM

CONFUSES THE MIND

The Confusion Charm is a charm which causes confusion in a person or even an object provided it has a mind to be confused. There are varying degrees of confusion caused by the spell from simply tricking a person or thing about a specific incident to confusing a person to the point at which they endanger themselves.



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Fig. 9 Wand action for
the Confusion Charm

GOUGING SPELL

GOUGES EARTH AND STONE

The Gouging Spell is a charm used to gouge out portions of earth or stone

It has practical applications, both in digging and in making passageways through solid rock. Careful use of this spell can dig out the required object and leave the environment relatively untouched.



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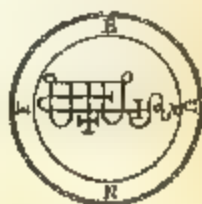


Fig. A—Hand action for the Gouging Spell.

BANISHING CHARM

SENDS OBJECTS AWAY

The Banishing Charm is the counter-charm to the Summoning Charm. As the Summoning Charm summons objects to the caster the Banishing Charm sends both objects and living things away from the caster. Unlike the Summoning Charm which can summon specific objects from anywhere the Banishing Charm banishes whatever the wand is aimed at.

Fourth year students studying Charms learn this spell



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Fig. 1 Wand motion for the Banishing Charm.

DRACO SPELL

TRANSFORMS OBJECTS INTO DRAGONS

The Draco Spell is a transfiguration spell used to transform small objects into Dragons which can then be controlled by the master

The dragons produced from this spell are much smaller and less powerful than true dragons, and their size depends on the object from which they are transfigured. ie a smaller object will produce a smaller dragon, and a larger object will produce a larger dragon.

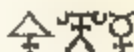


FIG. 10. HAND POSITION FOR THE DRACO SPELL.

CURING SPELL

CURES MINOR INJURIES

The Curing Spell heals relatively minor injuries such as broken noses and split lips. The target of this spell may have feelings of intense heat, intense cold, or a combination of both. The Curing Spell is very effective to heal sprains, cuts, bruises and minor fractures.

Do not attempt to use this healing spell on any serious injuries. Injuries of this kind must be reported at once and the injured individual will be taken to the Hospital Wing for proper treatment.

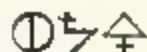
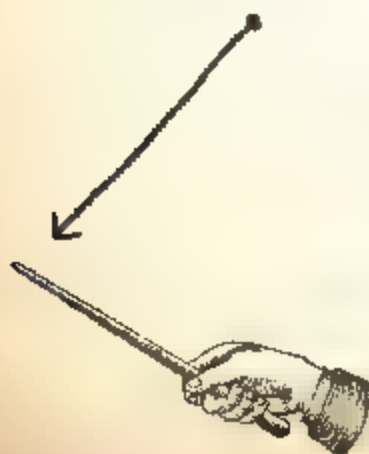


Fig. 11. Wand method for the Curing Spell.

ERECTING SPELL

STRAIGHTENS AND ERECTS OBJECTS

The Erecting Spell straightens out the target object and sets it up. The most common and practical use for this spell is to erect a tent, however it can be used to erect any structure given that the required materials are present.

Other less common uses for the Erecting Spell include raising a flag on a pole or righting a fallen structure such as a laundry clothesline. This spell has the potential to be useful in many other situations as well.



Fig. 12. Aim wand at target for the Erecting Spell.

VANISHING SPELL

VANISHES OBJECTS

The Vanishing Spell is a transfiguration spell used to vanish both animate and inanimate objects into non-being which is to say everything. Certain objects can be enchanted to resist Vanishing Spells.

It becomes more difficult with the complexity of the animal to be vanished, for instance a snail as an invertebrate is rather simple whereas the mouse as a mammal presents a great challenge. The greatest challenge however is the vanishment of a kitten.



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The 23rd and 24th of August for
the Vanishing Spell.

DUELING SPELL

KNOCKS TARGET BACK

The Dueling Spell causes opponents to fly back several feet and causes a short sharp pain depending on the strength of the spell but does not cause any lasting damage.

Any student who uses this spell unless they are in immediate danger will be given adequate punishment. The severity of this punishment will vary on a case by case basis.

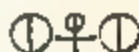


Fig. 14. Air gun or wand for the Dueling Spell.

SPIRIT GUARD CHARM

SUMMONS SPIRIT GUARDIAN

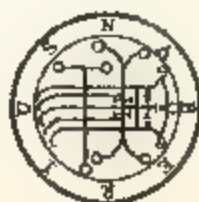
The Spirit Guard Charm is the most famous and one of the most powerful defensive charms known. It is an immensely complicated and extremely difficult spell which evokes a partially tangible positive energy force or spirit guardian. It is the primary protection against dark entities for which there are no other defense.

There are two types of Spirit Guardians: corporeal, which has a particular shape and form, and uncorporeal. Uncorporeal guardians have no particular shape and do not protect against dark entities the way corporeal guardians do.



Fig. 15.—Used motion for the Spirit Guardian Charm.

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DISARMING CHARM

DISARMS OPPONENT

The Disarming Charm is a defensive charm which forces the opponent to release whatever they are holding at the time. It is common to see this spell used in duels, to make an opponent release their wand.

The Disarming Charm always appears as a jet of red light. This is one of the things that makes it recognisable before the effects of the charm are seen. However the intensity of the light appears to correspond to the strength of the spell, as a weak/moderate one creates a small flash of white light whereas a more powerful version manifests as a bright jet of scarlet light.



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Fig. 15 Spell notation for
the Disarming Charm

DEFENSIVE CHARM

SHIELDING CHARM

The Defensive Charm that was created to be combined with protective spells. It can be used with another person's shield spell when used on something else it creates an explosion! The shield charm needs the caster to stay focused on the spell in order to continue protecting them so the Defensive Charm allows the caster to keep a charm "alive" while they do other work or casts other spells.



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Fig. 17. Amulet shown for the Defensive Charm

COUNTER-SPELL

NEGATES SPELL EFFECTS

The Counter Spell is a spell for general use. It may be used in battle or to even protect a home before a person answers their door.

The Counter-Spell negates all spell effects ranging from simple spells to more complicated ones. It is essential for all wizards to study and understand the advanced uses of this highly versatile spell.

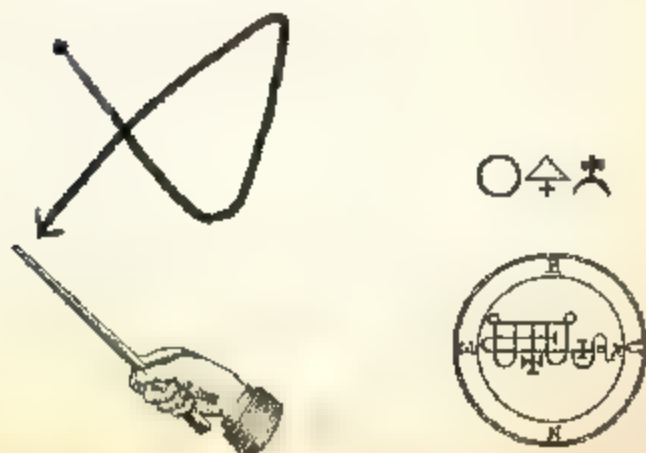


Fig. 46—Hand motion for the Counter Spell

FIRE SPELL

CONJURES A STREAM OF FIRE

The Fire Spell, can be used to conjure a stream of fire. Thereby this spell can be used to set things aflame.

This spell is covered in standard grade 1 spellbooks. The Fire Spell is not only covered in grade 1 but also grade 2 and is an essential spell in most final exams.

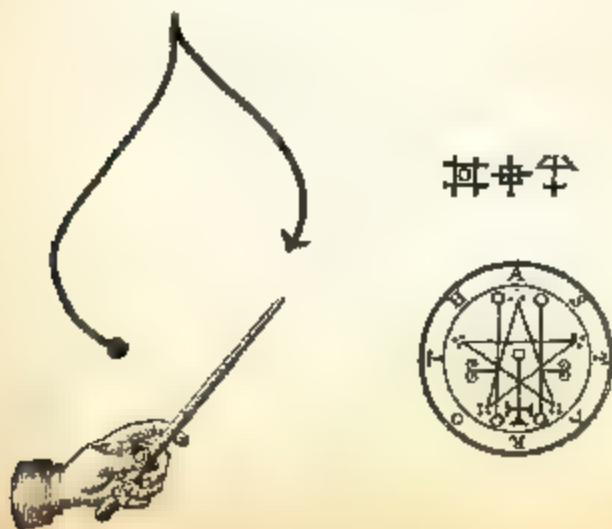


Fig. 1. - Diagram illustrating the Fire Spell.

TELEPATHY SPELL

READS THE MIND OF THE VICTIM

The Telepathy Spell allows the caster to read the mind of their victim. The caster will be able to see memories, emotions and thoughts

Skilled telepathists can read the mind without using incantations or wands. This ability is one that only very powerful wizards can attain. Some highly skilled telepathists are even able to control their victims and unplant realistic visions and memories

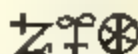


Fig. 35. Aim wand at target for the Telepathy Spell.

LIGHTING CHARM

ILLUMINATES THE TIP OF A WAND

The Lighting Charm is a light creation spell. It is used to illuminate the tip of the caster's wand. The counter-charm for this spell is the Dimming Charm which is used to extinguish the light from the caster's wand.

It not only illuminates the wand tip, but can repel spectral foes and malevolent spirits. The light works as a directed beam rather than a general light source.



Lighting Charm

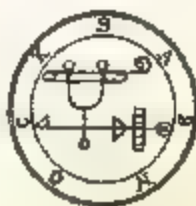


Fig. 21. Wand action for the Lighting Charm.

DIMMING CHARM

EXTINGUISHES LIT WAND TIP

The Dimming Charm is a spell which causes the light at the end of the caster's wand to be extinguished. This is the counter-charm for the Lighting Charm.

Both the Dimming Charm and the Lighting charm were invented in the 16th century as counter spells for each other

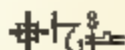


Fig. 22. - Used action for the Extinguishing Charm.

AMNESIA CHARM

ERASES MEMORIES

The Amnesia Charm is a spell that is used to erase memories from an individual's mind. It is different from the charm that creates false memories.

These spells are used to keep the magical world a secret. So many non-magical individuals have spotted the Loch Ness Monster that wizards have been unable to perform Amnesia Charms on all of them.



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Fig. 12.—Magical action for
Amnesia Charm

PETRIFYING CURSE

PARALYZES THE VICTIM'S BODY

The Petrifying Curse paralyzes the opponents body. It is often used by inexperienced or young wizards while duelling. This is a popular curse and it is featured in many textbooks.

The victim's arms and legs snap together and he/she will stiffen and fall to the floor. The person will still be able to hear, see, feel and think.



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Fig 54. Wand, action for
the Petrifying Curse

WARDING CHARM

CREATES A MAGICAL SHIELD

The Warding Charm creates a magical barrier to deflect physical and magical attacks. It can be cast on a person or a certain area.

Spells will sometimes rebound directly off it back towards the caster, they may ricochet off in other directions or possibly dissipate as soon as they hit the shield. This depends on the skill and intention of the caster.



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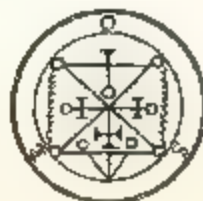


Fig. 2. Runes circle for the Warding Charm

REDUCING CHARM

SHRINKS THE VICTIM

The Reducing Charm decreases the physical size of the spell's target, both internally and externally. It also can act as the counter-spell for the Swelling Charm causing the enlarged object to return to its original size.

Using the Reducing Charm on a human is highly dangerous and will not be tolerated. Any student attempting to use this charm on a human will be expelled.



Fig. 2. Diagram for the Reducing Charm.

MENDING CHARM

REPAIRS BROKEN OBJECTS

The Mending Charm can be used to repair a broken object. It works on most non organic materials. This charm has been in use since the 18th century

The Mending Charm cannot be used to repair living tissue such as broken bones cuts or scratches. Individuals with such injuries must immediately report to the hospital wing



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Fig. 2. Wand motion for the Mending Charm

REVEALING CHARM

REVEALS INVISIBLE THINGS

The Revealing Charm is a charm used to reveal concealed objects, messages and invisible things. It is considered difficult for second year students.

The revealing charm may also be used to reveal the true appearance of someone who has changed their appearance with a spell.



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Fig. 10. Hand motion for the Revealing Charm.

SUBDUING CHARM

CHANGES VICTIM TO A COMICAL FORM

The Subduing Charm is a defensive spell which causes a creature to assume a form that is humorous to the caster thereby counteracting the creature's ability to be feared.

Forcing a creature to assume an amusing form will greatly reduce any inherent danger they may pose. As a result the caster can easily and non-violently subdue the creature.

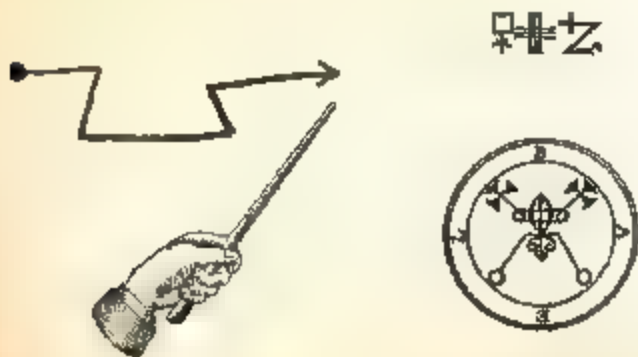


Fig. 23 Diagram for the Subduing Charm.

SERPENT CHARM

CONJURES A SNAKE

The Serpent Charm conjures a snake from the tip of a wand. One use of this spell is to scare away a dangerous or threatening creature.

The Serpent Charm originated in India, however it is now used worldwide by wizards known to non-magical individuals as "Snake Charmers".

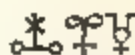


Fig. 32. Wand used for the Serpent Charm.

LEVITATION CHARM

THE LEVITATION CHARM

The Levitation Charm is used to make objects fly or levitate. It is taught to first year students, and is fairly simple.

There are several variations of charms which have similar effects, however the Levitation Charm remains the most popular in the floating, flying, and hovering family of spells.

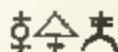
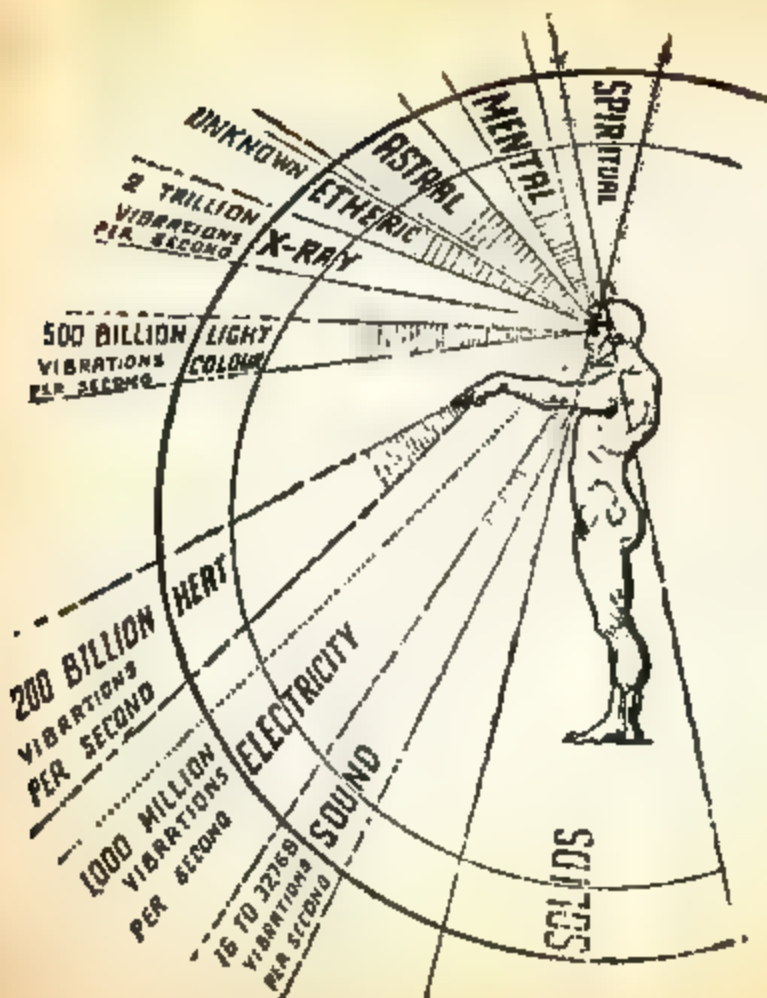


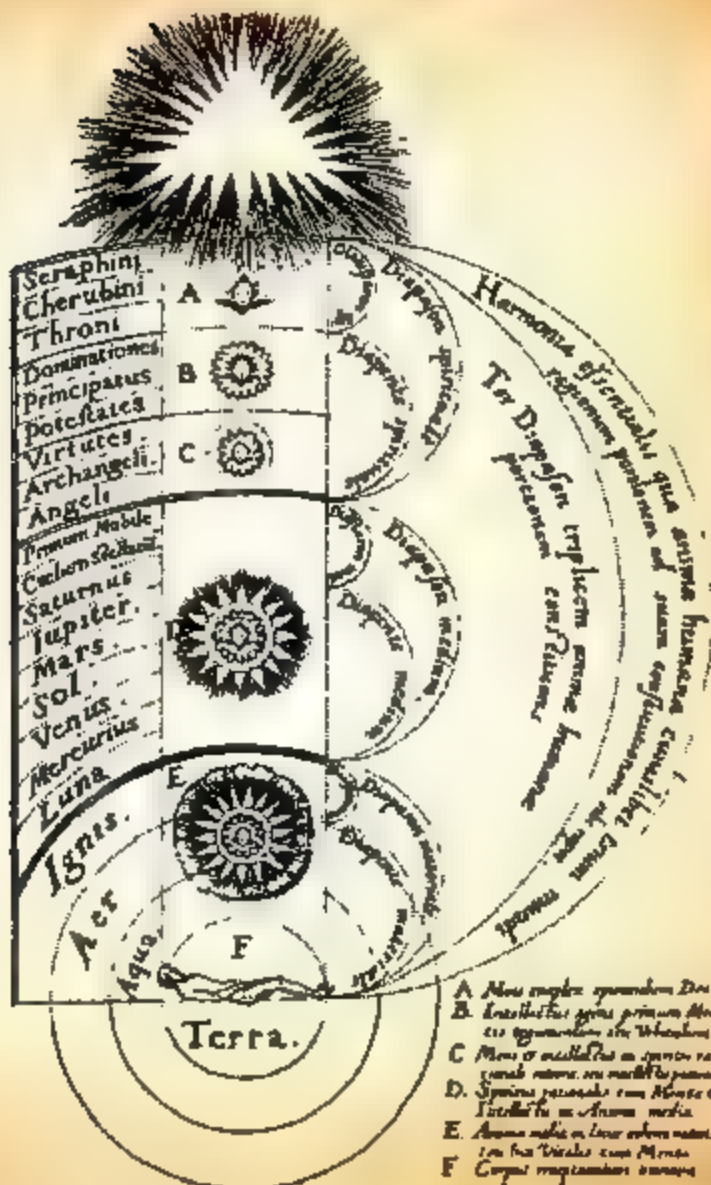
Fig. 11. Wand motion for
the Levitation Charm

CHARTS

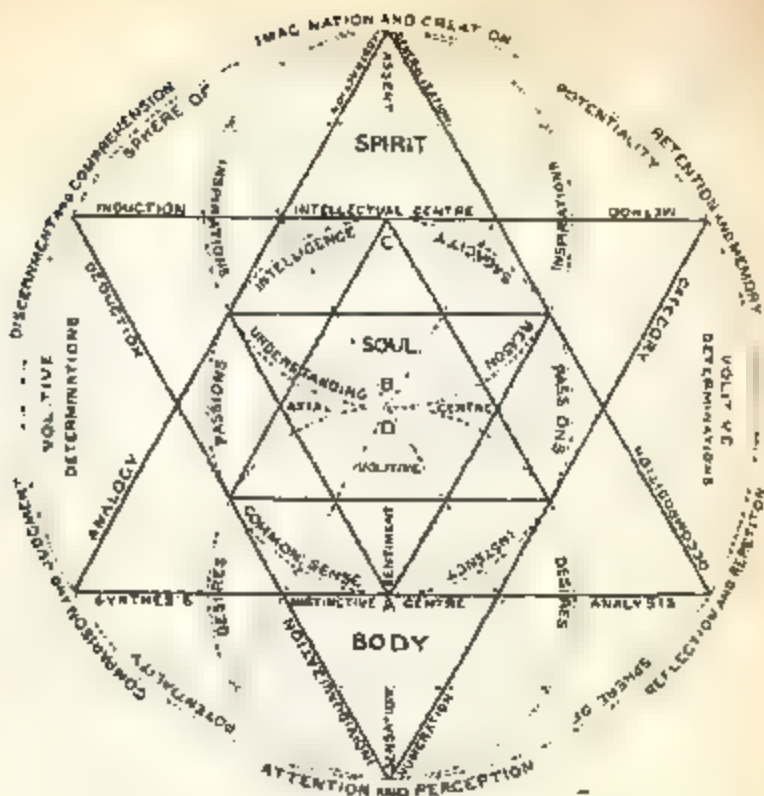




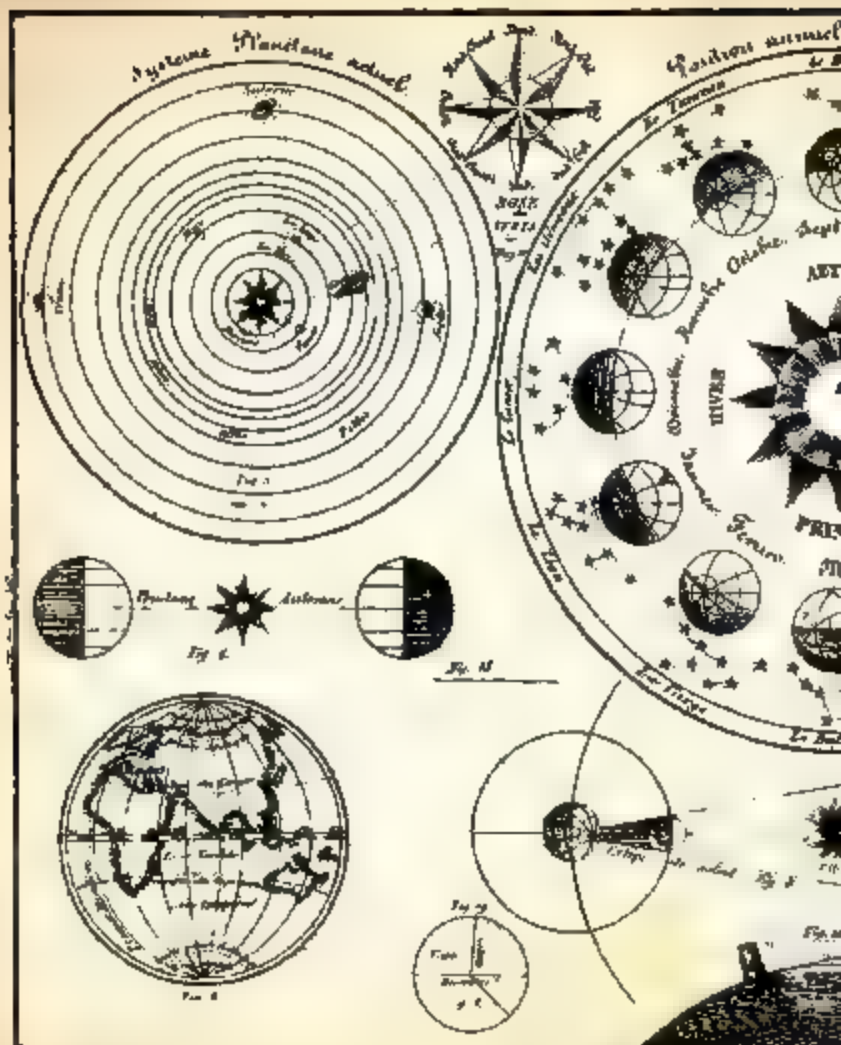
MAN'S RESPONSE TO VIBRATIONS



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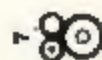
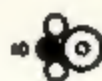
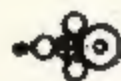
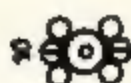
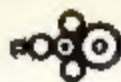
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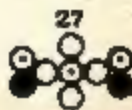
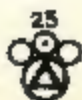


Venus ♀



Mercury ☿





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